Initially, I began this project with substantial enthusiasm as the theme of this project was unlike anything I had ever experienced in the past. I had never had the opportunity to be involved in creating an application that would be used outside of a computer in a real world situation on architectural structures that would be somewhat of a performance for a general audience. Organising a team to work with was thankfully not problematic in the least, and came together seamlessly. After we were given the problem statement for the project, we set out to create an outdoor interactive lightshow on a building as requested by our client, placing a firm focus on the word ‘interactive’ which would aid us in our second goal of effectively marketing the Otago Polytechnic. It was a bit scary at first when I realised that I would be responsible for all the code development, but because I am used to working by myself, I actually ended up enjoying having the chance to explore the development platform and then design and implement all aspects of the application. I also applied myself to the research aspect of the process as I had to familiarise myself with the concept of outdoor projection, which I found interesting as it is a largely unexplored territory, which to me I found fascinating despite the general lack of information I could use to help my understanding. However using the knowledge I did manage to find, I discovered that in theory, there are many ways of achieving the same effect which gave me more choice in the way I approached this project. I came to discover that I needed to master many different skills to get this done; a challenge that I found myself more than happy to attack.

While the process was indeed challenging, it proved to be very positive, forcing me to learn the importance of taking control of my own responsibilities, and adapting to working with a group of people who each possessed certain skills that differed to my own, which I came to understand could benefit my work as well as their own, making my work environment a comfortable one to work in. This allowed me to develop a trial and error process by creating prototypes. These became the experiments which led me to deduce the positive and negative aspects of my progress, and provided me with a clear image of how the end-product would need to be in order to coincide with our overall goals. The obstacles, such as changes to the project requirements, occasional communication difficulties with the group members and lack of knowledge on how to solve problems in the process of development were on more than one occasion frustrating and contributed to some moments of low morale, as they felt impossible to overcome, making me feel somewhat dejected as I searched for elusive solutions, however I always managed to solve the problems eventually and this resulted in a vast improvement in my problem solving skills, furthermore encouraging me and elevating my level of enthusiasm for the project as I went away time and again feeling a sense of personal accomplishment. The various prototypes in the course of development allowed me to identify what needed to be changed and what was successful. This made it much easier to stay in control of the project in its entirety. The testing of the prototypes needed to be done at night, or in a very dark room, which in itself was a very big obstacle due to a number of reasons. For example the weather proved to be an unavoidable problem, and an ever- changing variable. Also there was always a present level of light pollution from the streets and the hockey field opposite the area in use, which weakened the quality of the display.

Overall, the process has been a priceless learning experience for me for many reasons. Any problems regarding programming or changed aspects were documented in a very detailed fashion as this was essential for my development of the lightshow aiding me in maintaining a clear direction which the project had to follow, which taught me project organisation skills and the importance of keeping records. Furthermore keeping the application simple was sometimes a difficult point for me considering I have an Information Technology background, and sometimes tended to forget that I needed to make it able to relate to those who come from any and all backgrounds, such as children. This gave me the ability to be empathic towards all potential users of my product; a skill that will be valuable in any future venture I embark on that concerns people and clients. I researched thoroughly into many different aspects of Information Technology throughout the course of this project, and learned a great deal that will prove to be essential to my personal development as a programmer, and which helped the project in many ways, such as using object orientated programming.

Overall, this project has been very successful and I believe I have achieved what I set out to do. The project was functional in every way the client wanted it to be: eye-catching, interactive and marketable. The demonstration proved it was not only attractive and dynamic, but also extremely easy to use, as it was operated by adults and young children with remarkable ease. It also caught the attention of members of the general public, who stopped to admire the show; something that I was exceptionally happy with. Since the demonstration, I have since received some very positive feedback, which boosted both mine and the team’s morale. It enabled me to feel a sense of pride that my work has been recognised and more importantly has been liked. This has been further resonated by my Professor, who has asked my team and me to set up the finished project at a nationwide computer conference that the Otago Polytechnic will be hosting in a few weeks. This means that my effort will be appreciated by many more people, and this has given me a greater level of self confidence, and a more defined knowledge of what I am capable of achieving. To conclude, the outcome of my project is something I am comfortable with, and believe it to be of a personal success although aspects of the project might have been handled differently; even so it gave me some valuable life-time skills which I can continue to apply long after I leave Otago Polytechnic. As a self-taught programmer, working in the industry in web-development and backend-development I will benefit substantially by exploring a broader spectrum of view points and solutions than the ones I am currently used to, and my work on this project has opened my mind to more of these. I believe that in future, this will provide me with more opportunities within the industry as it will undoubtedly change the way I develop, and therefore I will be motivated to explore a wider range of different technologies. Working on this project has enabled me to both improve on skills I am already familiar with, and gain new skills which I can rely upon and apply any future IT work I undergo, and this is something I will continue to appreciate for the rest of the time I am involved in the Information Technology industry.